

Css Utility Classes

Play+ provides an extensive set of utility classes for spacing, layout, and styling. These classes follow a consistent naming convention and are designed to work seamlessly with the grid system.

Spacing Utilities

The spacing system uses a scale based on rem units, providing consistent spacing across your application.

Spacing Scale

Class	Size	Value
0	0	0rem
1	0.25	0.25rem (4px)
2	0.5	0.5rem (8px)
3	1	1rem (16px)
4	1.5	1.5rem (24px)
5	3	3rem (48px)
6	3.5	3.5rem (56px)
7	4	4rem (64px)
8	5	5rem (80px)
9	6	6rem (96px)
10	8	8rem (128px)
11	10	10rem (160px)
12	12	12rem (192px)
13	14	14rem (224px)
14	16	16rem (256px)

Margin Utilities

All Sides

Individual Sides

Horizontal and Vertical

Auto Margins

Negative Margins

Padding Utilities

All Sides

Individual Sides

Horizontal and Vertical

Responsive Spacing

All spacing utilities are available with responsive prefixes:

Responsive Breakpoints

- sm- (≥576px)
- md- (≥768px)
- lg- (≥992px)
- xl- (≥1200px)
- xxl- (≥1400px)

Grid Gutters

Gutter Classes

Directional Gutters

Responsive Gutters

Display Utilities

Display Classes

Responsive Display

Flexbox Utilities

Flex Direction

Flex Wrap

Justify Content

Align Items

Align Self

Flex Fill

Text Utilities

Text Alignment

Text Transform

Font Weight

Font Style

Position Utilities

Position Classes

Top, Right, Bottom, Left

Examples

Card with Spacing

Responsive Layout

Navigation Bar

Best Practices

- Consistent spacing : Use the spacing scale consistently throughout your application
- Responsive design : Always consider how spacing works across different screen sizes
- Semantic meaning : Use spacing to create visual hierarchy and improve readability
- Performance : Utility classes are optimized for performance and bundle size
- Maintainability : Use utility classes instead of custom CSS when possible

Customization

You can customize the spacing scale by modifying CSS custom properties:

This allows you to maintain consistency while adapting the spacing to your design system.